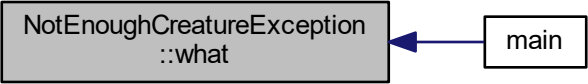


NotEnoughCreatureException
::what



```
graph LR; main[main] --> NotEnoughCreatureException[NotEnoughCreatureException::what];
```

The diagram illustrates a call to the `what()` method of the `NotEnoughCreatureException` class. A box on the right labeled `main` has a blue arrow pointing to a larger box on the left labeled `NotEnoughCreatureException`. Inside the `NotEnoughCreatureException` box, the text `::what` is displayed below the class name.

main